

Article - Criminal Law

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§13–1503.

(a) Before an organization conducts a gaming event under this subtitle, the organization shall obtain a license from the sheriff.

(b) The following organizations may obtain a license to conduct a gaming event:

(1) a bona fide religious group that has conducted religious services at a fixed location in the county for at least 3 years before applying for a license;

(2) a State-chartered organization authorized by a nationally chartered veterans organization;

(3) a tax-supported volunteer fire company; or

(4) a nonprofit organization that intends to raise money for an exclusively charitable, athletic, or educational purpose which is specifically described in the application for a license.

(c) An application for a license shall contain a certification by a principal officer of the organization that states:

(1) the scheduled time and place of the gaming event and the date of any raffle drawing;

(2) that the licensed activities will be managed and conducted solely and personally by the regular members of the organization without the assistance of gaming professionals;

(3) that all money prizes offered will comply with the limits listed in this subtitle;

(4) that the organization, by one of its principal officers, shall, within 15 days after the last day named in the application for conducting the licensed activities, file a report under penalties of perjury containing the information required by § 13-1509 of this subtitle; and

(5) if the organization is a nonprofit organization that intends to raise money for an exclusively charitable, athletic, or educational purpose, a specific description of the purpose.

(d) The sheriff shall charge the following license fees:

- (1) \$5 for a bingo license;
- (2) \$10 for a paddle wheel license;
- (3) \$10 for a raffle license;
- (4) \$10 for a 50/50 license; and
- (5) \$15 for a members-only instant bingo license.

(e) An activity for which a license is issued under this subtitle must be conducted and managed solely and personally by regular members of the organization:

- (1) who do not regularly conduct gaming activities for any other organization; and
- (2) without the assistance of gaming professionals.

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